AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph beginning at page 2, line 6, as follows:

~~Therefore, it is a primary object of the present invention~~ One aspect of the example non-limiting implementation illustrated herein is to provide a novel game apparatus and a backup writing control method.

Please amend the paragraph beginning at page 2, line 8, as follows:

Another ~~object of the present invention~~ aspect of the presently illustrated implementation is to provide a game apparatus and a backup writing control method capable of ~~enjoying~~ enabling a player to enjoy a game in a manner different from [[a]] known prior art.

Please amend the paragraph beginning at page 2, line 11, as follows:

~~A game apparatus according to the present invention~~ One illustrative exemplary non-limiting game apparatus implementation that is disclosed herein is able to play a plurality of games and share backup data [[of]] from the plurality of games with each other. The exemplary game apparatus is ~~constructed~~ implemented by a game program storing means for storing at least a first game program and a second game program; a writable and readable backup data storing means having a first backup data storing area for ~~writably readably~~ storing backup data relating to the first game program and a second backup data storing area for ~~writably readably~~ storing data relating to the second game program; an operating [[means]] mechanism for instructing a start of a game by selecting any one of the first game program and the second game program and progress of the selected game; a determining means for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to

be started ~~by the operating means~~; and a writing control means for writing, when it is determined the predetermined condition is accomplished ~~by the determining means~~, information relating to the predetermined condition to both of the backup data storing area of one game and to the backup data storing area of another game which is not selected by the operating [[means]] mechanism.

Please amend the paragraph beginning at page 3, line 1, as follows:

~~More specifically, the~~ For example, an examplary game apparatus (10) ~~(10: reference numeral corresponding in a preferable embodiment described later)~~ has the backup data of the plurality of games which is shareable with each other. The game apparatus (10) includes a game machine (12) and a cartridge (14) loaded in the game machine (12). The game program storing means includes a ROM (54) of the cartridge (14) and stores at least a single-player game program as the first game program and a multi-player game program as the second game program. The backup data storing means includes a RAM (56) of the cartridge (14), and the RAM (56) is ~~formed~~ provided with [[the]] a first backup data storing area (74) and [[the]] a second backup data storing area (76).

Please amend the paragraph beginning at page 3, line 10, as follows:

In the game apparatus (10), [[one]] a first game is started and progressed according to the instruction of the operating [[means]] mechanism (32) provided in the game machine (12). [[The]] An example determining means [[is a]] is illustrated as step S23 or S31 in Figure 7 or [[a]] as step S63 or S71 in Figure 8. A [[, and a]] CPU (40) determines whether or not the ~~predetermine~~ predetermined condition is accomplished [[in]] during the progress of the [[one]]

first game. Then, [[the]] a writing control means ~~is steps~~ illustrated in blocks S25 to S29 or [[steps]] S33 to 39 in Figure 7, or [[steps]] blocks S65 to S69 or [[steps]] blocks S73 to S79 in Figure 8. The [[, and the]] CPU (40) writes the information relating to the predetermined condition to both of the backup data storing area of [[one]] the first game and the backup data storing area of another game when it is determined the predetermined condition is accomplished ~~by the determining means~~. The information relating to the predetermined condition may be condition accomplishment information indicating that the predetermined condition is accomplished, or it may be change generation information for generating changes in the progress of the game in response to the accomplishment of the predetermined condition.

Please amend the paragraph beginning at page 3, line 23, as follows:

~~According to the present invention~~ In at least one aspect of the example implementation disclosed herein, it is possible to share the information between the games or generate changes in the progress of the game according to the information relating the condition written by a game progressing process [[means]] (S21, S61), for example, at a time of playing the game subsequently, and therefore, it is possible to increase enjoyment at a time of playing the game.

Please amend the paragraph beginning at page 4, line 3, as follows:

In another ~~embodiment~~ aspect, the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished, and the writing control means writes the condition accomplishment information to both [[of]] the backup data storing area of one game and the backup data storing area of another game. ~~More specifically, the~~ An example writing control ~~means is the~~ implementation is

illustrated by steps S27 and S25 in Figure 7. When~~, and when~~ it is determined that [[the]] a predetermined condition (e.g., acquiring a "sword beam" skill) is accomplished ~~by the determining means~~ (S23), the CPU (40) writes the condition accomplishment information ("sword beam" skill flag) to both of the backup data storing area of one game and the backup data storing area of another game. This makes it possible, for example, to use a "sword skill" in the progress of another game also by assuming that the above described condition is accomplished in ~~another~~ that other game~~, for example~~. Accordingly, it is possible to share the information in both the games and therefore, it is possible to increase enjoyment at a time of playing the game subsequently.

Please amend the paragraph beginning at page 4, line 17, as follows:

In yet another ~~embodiment~~ aspect, the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and the writing control means writes the condition accomplishment information to the backup data storing area of one game and writes the change generation information to the backup data storing area of another game. ~~More specifically, the~~ An example writing control ~~means is the steps~~ implementation is illustrated by S65 and S67 in Figure 8. When~~, and when~~ the predetermined condition (e.g., collecting "10 medals") is accomplished ~~by the determining means~~ (S63), the CPU (40) writes the condition accomplishment information ("10 medals" flag) to the backup data storing area of one game and writes the change generation information (e.g., "WARSHIBE event" flag) to the backup data storing area of another game. Therefore, a "WARSHIBE event" can be generated in

the progress of another game, for example, by the game progressing process [[means]] (S21). Accordingly, it is possible to bring about new enjoyment which cannot be obtained without playing one game at a time of playing another game.

Please amend the paragraph beginning at page 5, line 7, as follows:

In still another ~~embodiment~~ aspect, the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and the writing control [[means]] mechanism writes the condition accomplishment information to the backup data storing area of one game and writes the change generation information to both of the backup data storing area of [[one]] that game and the backup data storing area of another game. ~~More specifically, the~~ An example writing control, implementation is illustrated by ~~means is steps~~ S33 to S37 in Figure 7. When~~, and when~~ it is determined that the predetermined condition (e.g., clearing "WRASHBE event") is accomplished ~~by the determining means~~ (S31), the CPU (40) writes the condition accomplishment information ("WARASHBE event conquering" flag) to the backup data storing area of one game and writes the change generation information (e.g., "spin attack" skill flag) to both of the backup data storing area of the first [[one]] game and the backup data storing area of ~~another~~ the other game. Thus, it is possible to [[set]] arrange game play such that a "spin attack" is useable as a new sword skill by the game progressing process [[means]] (S21, S61) in both of the games. Accordingly, it is possible to share the information between both the games, and it is possible to bring about new enjoyment which cannot be obtained without playing one game at a time of playing another game.

Please amend the paragraph beginning at pages 5-6, line 25, as follows:

~~In one~~ In a further aspect of the ~~present invention~~ illustrative non-limiting exemplary implementation disclosed herein, the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and the writing control [[means]] mechanism further ~~comprising~~ comprises a second determining means for determining whether or not the predetermined condition is accomplished in another game also when the predetermined condition is accomplished ~~by the determining means~~, writing the condition accomplishment information to the backup data area of one game when it is determined that the predetermined condition is accomplished ~~by the determining means~~, and writing the change generation information to the backup data storing area of another game when it is determined that the predetermined condition is also accomplished ~~by the second determining means~~ in another game ~~also~~. ~~More specifically, the~~ An example writing control ~~means is the~~ implementation is illustrated by steps S73, S75 and S79 in Figure 8, and [[the]] an example implementation of a second determining means is [[the]] illustrated by step S75 among them in Figure 8. When the predetermined condition (e.g., conquering the "last boss") is accomplished ~~by the determining means~~ (S71), the CPU (40) writes the condition accomplishment information (i.e., "last boss" conquering flag) to the backup data storing area of one game. Furthermore, when it is determined that the predetermined condition (i.e., conquering the "last boss") is also accomplished by the ~~second~~ determining means [[in]] within another game [[also]], that is, when the respective of the predetermined conditions are accomplished in both the games, the CPU (40)

writes the change generation information (e.g., "hidden dungeon" flag) to ~~another~~ the backup data storing area for the other game. Therefore, in playing ~~another~~ the other game, the game progressing process means (21) allows the "hidden dungeon" to appear. Accordingly, it is possible to bring about new enjoyment which cannot be obtained without playing both the games and further satisfying the predetermined condition in both the games at a time of playing another game.

Please amend the paragraph beginning at page 7, line 1, as follows:

In ~~one embodiment~~ yet another non-limiting example implementation, the writing control means writes the change generation information to the backup data storing area of another game and also writes the same to the backup data storing area of [[one]] a first game [[also]] when it is determined that [[the]] a predetermined condition is accomplished by [[the]] a second determining means in another game. ~~More specifically~~ For example, when it is determined that the predetermined condition is accomplished ~~by the second determining means~~ (S75), the CPU 40 writes the change generation information to the backup data storing area of ~~another~~ the other game and also writes the same to the backup data storing area of [[one]] the first game [[also]], and therefore, it is possible to share the information between the games and also bring about new enjoyment which cannot be obtained without playing both the games and further satisfying the predetermined condition in both the games at a time of playing both the games.

Please amend the paragraph beginning at pages 7, line 12, as follows:

In yet another aspect, the backup data storing means further comprises a shared readable and writable backup data storing area for ~~writably readably~~ storing backup data relating to both

[[of]] the first game program and the second game program, and the writing control means further writes to the shared backup data storing area shared information utilized in common to both of the first game program and the second game program. ~~More specifically~~ For example, the backup data storing means is further ~~formed~~ provided with [[the]] a shared backup data storing area (72). Then, [[the]] an example writing control means is ~~the step~~ implemented as illustrated by S29, S39 or S51 in Figure 7, or ~~the step~~ S69, S77 or S81 in Figure 8, and the CPU (40) writes the shared information to the shared backup data area. The shared information is utilized in common to both the games and includes, for example, a player name, initial setting data (brightness of screen or utilized language and so on), ranking data, [[and]] etc. Accordingly, the shared information need not to be stored in each of the backup data storing areas, and therefore, it is possible to decrease a capacity of the backup data storing means. Furthermore, the shared information includes the information relating to the predetermined condition written when it is determined the predetermined condition is accomplished in the progress of the game, such as acquired item flag, sword skill flag, conquering flag, [[and]] etc. utilized for displaying a state of each game on the game selection screen.

Please amend the paragraph beginning at pages 8, line 4, as follows:

[[A]] In another non-limiting example implementation of a gaming apparatus disclosed herein, a game program ~~according to the present invention~~ is executed ~~in a game apparatus~~ which is able to play a plurality of games, is able to share backup data of [[the]] a plurality of games with each other, and is provided with a storing means having a plurality of storing areas for respectively storing the backup data of the plurality of games and [[an]] a game operating means. The game program makes a processor of the game apparatus execute ~~following~~ steps [[of]] for

determining whether or not the predetermined condition is accomplished [[in]] during the progress of any one of the plurality of games instructed to be started by the game operating means; and writing, when it is determined the predetermined condition is accomplished ~~by the determining step~~, information relating to the predetermined condition to both [[of]] the backup data storing area of one game and to the backup data storing area of another game which [[is]] has not been instructed to be started by the game operating means.

Please delete the paragraph beginning at page 8, lines 15-17:

~~In the present invention also, it is possible to increase enjoyment at a time of playing the game in a manner similar to the above-described invention of the game apparatus.~~

Please amend the paragraph beginning at pages 8, line 18, as follows:

[[A]] Another aspect of the example implementation described herein is a backup writing control method ~~according to the present invention is a backup writing control method in a game apparatus which is able to play a plurality of games~~, that is able to share backup data of [[the]] a plurality of games with each other and an example game apparatus implementation that is provided with a storing means having a plurality of storing areas for respectively storing the backup data of the plurality of games and [[an]] a game operating means. The exemplary non-limiting backup writing control method described herein comprises ~~including following steps of~~: (a) determining ~~step for determining~~ whether or not the predetermined condition is accomplished [[in]] during the progress of any one of the plurality of games that were instructed to be started by the game operating means; and (b) writing ~~step for writing~~, when it is determined the predetermined condition is accomplished in ~~the step~~ (a), information relating to the

predetermined condition to both of the backup data storing area of one game and to the backup data storing area of another game which [[is]] has not been instructed to be started by the game operating means.

Please delete the paragraph beginning at page 9, lines 5-7:

~~In the present invention also, it is possible to increase enjoyment at a time of playing the game in a manner similar to the above described invention of the game apparatus.~~

Please amend the paragraph beginning at page 9, line 8, as follows:

~~Another~~ In another non-limiting example implementation of a game apparatus ~~according to the present invention~~ disclosed herein, the implementation is able to play a plurality of games and share backup data of the plurality of games with each other. The game apparatus, comprising: a game program storing means for storing at least a first game program and a second game program; a backup data storing means having a first backup data storing area for writably readably storing backup data relating to the first game program and a second backup data storing area for writably readably storing data relating to the second game program; an operating means for instructing a start of a game by selecting any one of the first game program and the second game program and progress of the selected game; a [[one]] first condition determining means for determining whether or not a predetermined condition is accomplished during the progress of one game selected and instructed to be started by the operating means; a first writing control means for writing, when it is determined that the predetermined condition is accomplished by the [[one]] first condition determining means, condition accomplishment information indicating that the predetermined condition is accomplished to the backup data storing area of one game; an

another condition determining means for determining whether or not the predetermined condition is accomplished in another game also which is not selected by the operating means when it is determined the predetermined condition is accomplished by the one condition determining means; and a second writing control means for writing change generation information for generating changes in the progress of the game to the backup data storing area of one game when it is determined that the predetermined condition is accomplished in another game also by the another condition determining means.

Please amend the paragraph beginning at page 10, line 5, as follows:

~~More specifically, the one~~ An example first condition determining means is ~~a step~~ illustrated by S41 in Figure 7. The~~, and the~~ CPU (40) determines whether or not the predetermined condition is accomplished in the progress of the one game. ~~Then, the~~ An example first writing control means is illustrated by ~~a step~~ S43 in Figure 7. The~~, and the~~ CPU (40) then writes, when it is determined that the predetermined condition is accomplished by the [[one]] first condition determining means, the condition accomplishment information indicating that the predetermined condition is accomplished to the backup data storing area of one game. The ~~another~~ other condition determining means is illustrated by ~~a step~~ S45 in Figure 7.~~, and the~~ CPU (40) then determines whether or not the predetermined condition is also accomplished in another game [[also]] when it is determined the predetermined condition is accomplished by the [[one]] first condition determining means. ~~Then, the~~ A second writing control means is ~~a step~~ illustrated by S49 in Figure 7.~~, and the~~ CPU (40) then writes the change generation information for generating changes in the progress of the game to the backup data storing area of one game when

it is determined that the predetermined condition is accomplished in another game also by the another condition determining means.

Please amend the paragraph beginning at page 10, line 19, as follows:

~~According to the present invention~~ Accordingly, it is possible to bring about new enjoyment which cannot be obtained without playing both the games and further satisfying the predetermined condition in both the games at a time of playing one game.

Please amend the paragraph beginning at page 10, line 22, as follows:

[[A]] Another aspect of the example illustrative non-limiting implementation described herein is a game apparatus ~~according to the present invention~~ that is able to play a plurality of games and share backup data of the plurality of games with each other.[[.]] ~~The game apparatus~~ comprising: a game program storing means for storing at least a first game program and a second game program; a backup data storing means having a first backup data storing area for writably readably storing backup data relating to the first game program, a second backup data storing area for writably readably storing data relating to the second game program and a shared backup data storing area for writably readably storing backup data relating to both of the first game program and the second game program; and the writing control means writing to the shared backup data storing area shared information utilized in common to both of the first game program and the second game program.

Please amend the paragraph beginning at page 11, line 8, as follows:

~~More specifically~~ For example, the backup data storing means includes the RAM (56) of the cartridge (14), and the RAM (56) is ~~formed~~ provided with [[the]] a first backup data storing area (74), [[the]] a second backup data storing area (76) and [[the]] a shared backup data storing area (72). ~~Then, the~~ An example writing control means is ~~the step~~ illustrated by S29, S39, S47 or S51 in Figure 7, or ~~the step~~ S69, S77 or S81 in Figure 8, and the CPU (40) writes the shared information to the shared backup data storing area (72). The shared information is for being utilized in common to both the games and includes a player name, initial setting data (brightness of screen or utilized language), ranking data and etc. Accordingly, the area for the shared information need not to be provided in each of the backup data storing areas, and therefore, it is possible to decrease a capacity of the backup data storing means.

Please amend the paragraph beginning at page 11, line 18, as follows:

~~According to the present invention~~ Accordingly, the shared backup area is provided, and therefore, it is also possible to save user's trouble of setting the shareable data in each of the plurality of games.

Please amend the paragraph beginning at page 11, line 21, as follows:

~~In one aspect, a game apparatus according to the present invention~~ Another aspect of the example game apparatus implementation described herein is a game apparatus, further comprising: an operating means for instructing a start of the game by selecting any one of the first game program and the second game program and progress of the selected game; and a determining means for determining whether or not a predetermined condition is accomplished during the progress of one game selected and instructed to be started by the operating means;

wherein the writing control means writes information relating to the predetermined condition to the shared backup data storing area as the shared information when it is determined that the predetermined condition is accomplished ~~by the determining means~~. ~~More specifically~~ For example, the writing control means writes, when it is determined that the predetermined condition is accomplished ~~by the determining means~~ (S23, S31, S45, S63 or S75), the information relating to the predetermined condition such as acquired item flag, sword skill flag, conquering flag and etc. to the shared backup data storing area as the shared information. These are utilized for displaying a state of each game on [[the]] a game selection screen, and so on. That is, it is appropriate that the shared information is read from the shared backup data area at a time of displaying the game selection screen and therefore, it is possible to save user's trouble of individually reading required information from the backup data storing area of each of the games, and thus, it is possible to speed up the process.

Please amend the paragraph beginning at page 12, line 14, as follows:

A game information storage medium according to ~~the present invention~~ a further aspect of the non-limiting example implementation disclosed herein is able to play a plurality of games and is able to share backup data of the plurality of games with each other, and is utilized in a game apparatus provided with an operating means and a processing means. The example game information storage medium implementation disclosed herein has a game program storage medium for storing at least a first game program and a second game program; and a writable and readable backup data storage medium having a first backup data storing area for ~~writably readably~~ storing backup data relating to the first game program and a second backup data storing area for ~~writably readably~~ storing data relating to the second game program. The example game

program storage medium further includes a determining program for determining whether or not the predetermined condition is accomplished in progress of any one of the first game program and the second game program instructed to be started by the operating means; and a writing control program for writing, when it is determined the predetermined condition is accomplished by the determining program, information relating to the predetermined condition to both [[of]] the backup data storing area of one game and to the backup data storing area of another game [[which]] that is not selected by the operating means.

Please delete the paragraph beginning at page 13, lines 5-6:

~~In the present invention also, it is possible to increase enjoyment at a time of playing the game in a manner similar to the above described invention of the game apparatus.~~

Please amend the paragraph beginning at page 13, line 7, as follows:

A game information storage medium according to ~~the present invention~~ a further aspect of the non-limiting example implementation discussed herein is able to play a plurality of games and is able to share backup data of the plurality of games with each other, and is utilized in a game apparatus provided with an operating means and a processing means. The disclosed exemplary game information storage medium comprises a game program storage medium for storing at least a first game program and a second game program; and a writable and readable backup data storage medium having a first backup data storing area for ~~writably readably~~ storing backup data relating to the first game program, a second backup data storing area for ~~writably readably~~ storing data relating to the second game program and a shared backup data storing area for ~~writably readably~~ storing backup data relating to both of the first game program and the

second game program. The example game program storage medium further includes a writing control program for writing to the shared backup data storing area shared information utilized in common to both of the first game program and the second game program.

Please amend the paragraph beginning at page 13, line 20, as follows:

~~In the present invention also, it is possible~~ A still further aspect of the exemplary implementation disclosed herein is the ability to decrease the capacity of the backup data storing means in a manner similar to another ~~invention~~ aspect of the disclosed example game apparatus implementation.

Please amend the paragraph beginning at page 13, line 22, as follows:

~~According to the present invention~~ For example, at a time of selecting any one of the plurality of games and playing the same, when the predetermined condition is accomplished in at least the progress of the game, by writing the information relating to the condition to both of the backup data storing area of one game and the backup data storing area of another game, changes is generated, and therefore, it is possible to increase enjoyment at a time of playing the game subsequently. Accordingly, it is possible to bring about enjoyment ~~deferent~~ different from the prior art in which the scenario of the game is changed depending upon the backup data of another game at a start of the game.

Please amend the paragraph beginning at page 14, line 5, as follows:

Furthermore, the shared backup data area is provided, and the shared information is written thereto, and therefore, there is no need to individually secure the area for storing the

shared information in each of the backup data storing areas, and thus, it is possible to decrease a capacity of the storing means (memory) for backup data. Furthermore, it is possible to save [[user's]] the user the trouble of making a specific setting in each of the plurality of games.

Please amend the paragraph beginning at page 14, line 10, as follows:

The above described ~~objects and other objects,~~ features, aspects and advantages of the ~~present invention~~ disclosed exemplary non-limiting implementation of a game apparatus will become more apparent from the following detailed description ~~of the present invention~~ when taken in conjunction with the accompanying drawings.

Please amend the paragraph beginning at page 15, line 3, as follows:

Figure 9 is an illustrative view showing a state shifting in the RAM of the cartridge in a case a "[[sward]] sword beam" skill is learned in the single-player game;

Please amend the paragraph beginning at page 15, line 17, as follows:

[[A]] An examplary game apparatus 10 ~~of this embodiment~~ is shown in Figure 1 which includes a game machine 12 and a cartridge 14 connected to the game machine 12. A portable game machine such as ~~a game boy advance (GAMEBOY ADVANCE: product name) and etc.~~ Nintendo's GAMEBOY ADVANCE™ is one example gaming system that is applicable as [[the]] an examplary game machine 12.

Please amend the paragraph beginning at page 17, line 1, as follows:

[[The]] An example game machine 12 is illustrated in Figures 1 and 2 ~~utilized in the~~

~~embodiment is the game boy advance as one example~~, and in this example [[case]], the connector 36 is a 32-pin connector at a depth portion of the upper surface, and the connector 42 is a 6-pin connector at a front portion of the upper surface.